

MARVEL  
COMICS

# MARVEL SUPER HEROES

**MARVEL SUPER HEROES™**  
The Official Strategy Guide by

# GAMEFAN BOOKS

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SEGA™



SEGA SATURN™

T-1214H

MARVEL  
COMICS

# MARVEL SUPER HEROES



CAPCOM

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FOR PLAY ON THE SEGA SATURN™ SYSTEM.



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MARVEL  
COMICS

# MARVEL SUPER HEROES

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Set up your Sega Saturn game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **MARVEL SUPER HEROES** disc and close the disc cover. Insert the game controllers and turn on the Sega Saturn game console. Follow the on-screen instructions to start a game.



## BASIC CONTROLS

### BUTTON

#### START BUTTON

#### DIRECTIONAL BUTTON

#### A or C BUTTON

**START, A, B and C BUTTON**  
simultaneously

### FUNCTION

**STARTS GAME**  
**PAUSES GAME**  
**JOINS IN FOR SECOND PLAYER**  
**SELECTS GAME MODE**  
(See Title Screen)  
**CHANGES SETTINGS**  
(See Option Mode)  
**MOVES CHARACTER**  
**SELECT MENU ITEM**  
**RESETS GAME**



## GENERAL MOVES

**HIGH JUMP:** Press Directional Button ↓ then ↑ quickly.

**BLOCK/AIR BLOCK:** Press Directional Button away from opponent. You can even block in mid-air.

**GRAB/THROW:** Press Directional Button toward opponent, then press either Medium Punch, Medium Kick, Hard Punch or Hard Kick button. Some characters may be able to execute a grab or throw move automatically.

**BACKWARD ROLL:** ↓ ↘ → + AP

**INFINITY COUNTER:** When you block your opponent's attack, press the Directional Buttons ← ↓ ↘ in a smooth motion, then press a Punch or Kick button. This will perform an Infinity Counter attack, which is a quick counter move against your vulnerable opponent. Infinity Counters consume 1 level on your Infinity Combo gauge.

**RECOVERY/ESCAPE:** You can recover from dizziness more quickly by pressing back and forth on the control pad and by pressing the attack buttons rapidly. You can escape grab moves in this manner as well.

**TAUNT:** You can taunt your opponent by pressing the Directional Button ↓ ↓ then press L and R Buttons simultaneously

## GAME MODES

**MODE SELECT** There are 2 modes of play and 2 set up modes for MARVEL SUPER HEROES. See the following sections for descriptions of these modes.

To adjust your button configuration during gameplay, press the **START** button to pause the game. Then press any button to bring up the pause menu. Select **KEY CONFIG** from the menu to adjust your buttons, then **EXIT** when you are finished. When configuring your buttons, use the Directional Button to highlight the function, then press the button you want to perform that function.

(Note: Turning **SHORTCUT** to "on" in the **OPTION MODE** bypasses the **MODE SELECT** screen. See page 6 for more)

**ARCADE MODE** Select a Marvel character and fight your way through 8 other computer-controlled characters. This is a one-player game, but a second player can join in at any time. Press the **START** button on the opposite controller to join in. The character select screen will appear.

From the title screen, press **START** to see the **MODE SELECT** menu. Use the Directional Button to highlight this mode, then press the **START** button to select it. You will then see the character select screen. Use the Directional Button to highlight a character, then press **START** to select it. Then use the Directional Button to highlight either **NORMAL** or **TURBO** speed mode, then press **START** to select it and begin the match.

**VS. MODE** is the classic 2-player contest. Use the Directional Button to highlight this from the **MODE SELECT** screen and press **START** to select it. You will then be presented with the character select screen. Select a character and game in the same manner as the **ARCADE** mode.

## OPTION MODE

To adjust the options in your game, from the **MARVEL SUPER HEROES** title screen, use the Directional Button to highlight **OPTION** and press the **START** button. Highlight one of the following by pressing the Directional Button **↑** or **↓**, then change the option by pressing the Directional Button **←** or **→** :

**DIFFICULTY** There are 8 levels of difficulty available for **ARCADE MODE**. Adjust the number of stars for the difficulty from 1-8 (Low to High).

**TIME LIMIT** You can set the time limit to **ON** or **OFF**.

**ROUNDS** You can adjust the number of rounds per match.

**TURBO SPEED** You can adjust the game speed. There are 2 levels of **TURBO** speed.

**SHORTCUT** Set this to "on" and you can bypass the **MODE SELECT** screen in **ARCADE MODE** and jump right to the character select screen.

**SOUND** Adjust the sound on your game for stereo or monaural sound, depending on the capabilities of your sound system.

## KEY CONFIGURATION

You can choose any button for your punch/kick functions.

## PANEL

You can turn your character's on-screen face panel on or off.

When finished, return to the **MODE SELECT** screen by highlighting **EXIT** and press the **START** or **X** button

## BACKUP DATA

### SAVE DATA

This allows you to save your game data to your Saturn built-in memory. **HIGH SCORE** and **OPTION MODE** settings will be saved.

To save your game, select **BACKUP** from the **MODE SELECT** screen. Then highlight **SAVE DATA** and press **START**, **A** or **C** to select **SAVE**. Your game will automatically save your settings. Follow the on-screen instructions to return to the **OPTION MODE**.

### LOAD DATA

After saving to memory, you can **LOAD** your settings and play with those settings intact. Select **BACKUP** from the **MODE SELECT** screen. Highlight **LOAD** and press **START**, **A** or **C** to select it. Your saved data will automatically load. Follow the on-screen instructions to return to the **MODE SELECT** screen.

## THE INFINITY GEMS

Draw on the power of the Infinity Gems and battle Thanos to the end! Depending on how successful your attacks are, you can grab gems from your opponent and add them to your arsenal. The gems you possess will appear below your character. Press the **L** and **R** Buttons simultaneously to change the gem you want to use, then activate the gem:

Press the Directional Button **↓ ↘ ←** then press **3P**

The gem power will last for only a short time.

- Power** - Increase the strength of your attack
- Time** - Increases your character's speed
- Space** - Increases defensive power
- Mind** - Recovers energy for the Infinity Combo Gauge
- Soul** - Recovers energy for your Health Gauge
- Reality** - Enhances your character with fantastic new powers

The following pages describe each Marvel Hero and Villain as well as a short description of their special moves beyond the basic punches and kicks. The moves are described in this manner:

The directions you need to press the Directional Button to perform the move are described first (moves must be done in a smooth, quick motion). Following the move is the list of Punch or Kick buttons you must press to perform the move.

- Key =**
- AP** - Any Punch button
  - AK** - Any Kick button
  - LP** - Light Punch button
  - MP** - Medium Punch button
  - HP** - Hard Punch button
  - LK** - Light Kick button
  - MK** - Medium Kick button
  - HK** - Hard Kick button
  - 2P** - Any 2 Punch buttons simult.
  - 3P** - All 3 Punch buttons simult.
  - 2K** - Any 2 Kick buttons simult.
  - 3K** - All 3 Kick buttons simult.



**Note:** The diagrams show the Directional Button motions for a character facing right. The controls are reversed when facing left.

## MARVEL SUPER HEROES CONTROLS

<b>X BUTTON</b>	<b>LIGHT PUNCH (JAB)</b>
<b>Y BUTTON</b>	<b>MEDIUM PUNCH</b>
<b>Z BUTTON</b>	<b>HARD PUNCH (FIERCE)</b>
<b>A BUTTON (SHORT)</b>	<b>LIGHT KICK</b>
<b>B BUTTON</b>	<b>MEDIUM KICK</b>
<b>C BUTTON</b>	<b>HARD KICK (ROUNDHOUSE)</b>
<b>L BUTTON</b>	<b>3 PUNCH BUTTONS SIMULTANEOUSLY (See Infinity Specials)</b>
<b>R BUTTON</b>	<b>3 KICK BUTTONS SIMULTANEOUSLY (See Infinity Specials)</b>
<b>L + R SIMULTANEOUSLY</b>	<b>SELECTS GEM</b>

## BLACKHEART™

THE SON OF MEPHISTO, **BLACKHEART** ONCE OPPOSED HIS FATHER, AND AS A RESULT HAD HIS SANITY TAKEN AWAY AND WAS BANISHED FROM THE UNDERWORLD. NOW HE CONSPIRES TO TAKE OVER HADES BY ANY MEANS POSSIBLE.



## SPECIAL MOVES

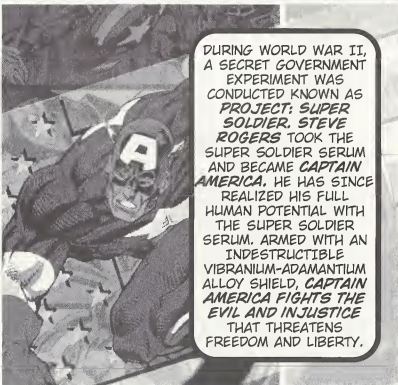
<b>DARK THUNDER</b>	<b>← ↘ ↓ ↙ → + AP</b>
<b>INFERNO</b>	<b>→ ↘ ↓ ↙ ← + AP</b>
<b>AIR THROW</b>	<b>JUMP, THEN HOLD ↑ + MP OR HP</b>

## INFINITY SPECIAL

<b>ARMAGEDDON</b>	<b>↓ ↘ → + 3P</b>
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# CAPTAIN AMERICA™



DURING WORLD WAR II, A SECRET GOVERNMENT EXPERIMENT WAS CONDUCTED KNOWN AS **PROJECT: SUPER SOLDIER**. STEVE ROGERS TOOK THE SUPER SOLDIER SERUM AND BECAME **CAPTAIN AMERICA**. HE HAS SINCE REALIZED HIS FULL HUMAN POTENTIAL WITH THE SUPER SOLDIER SERUM. ARMED WITH AN INDESTRUCTIBLE VIBRANIUM-ADAMANTIUM ALLOY SHIELD, **CAPTAIN AMERICA** FIGHTS THE EVIL AND INJUSTICE THAT THREATENS FREEDOM AND LIBERTY.

## SPECIAL MOVES

SHIELD SLASH      ↓ ↘ → + AP

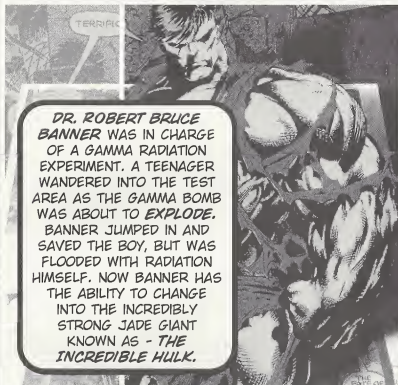
STARS AND STRIPES      → ↓ ↘ + AP

CHARGING STAR      ← ↙ ↓ ↘ → + AP

## INFINITY SPECIAL

FINAL JUSTICE      ↓ ↘ → + 3P

# THE INCREDIBLE HULK™



**DR. ROBERT BRUCE BANNER** WAS IN CHARGE OF A GAMMA RADIATION EXPERIMENT. A TEENAGER WANDERED INTO THE TEST AREA AS THE GAMMA BOMB WAS ABOUT TO **EXPLODE**. BANNER JUMPED IN AND SAVED THE BOY, BUT WAS FLOODED WITH RADIATION HIMSELF. NOW BANNER HAS THE ABILITY TO CHANGE INTO THE INCREDIBLY STRONG JADE GIANT KNOWN AS - **THE INCREDIBLE HULK**.

## SPECIAL MOVES

GAMMA CHARGE HOLD ← FOR 2 SEC. THEN → + AK

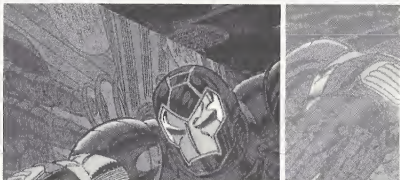
GAMMA THROW      → ↘ ↓ ↙ ← + AP

GAMMA SLAM      ← ↙ ↓ ↘ → + AP

## INFINITY SPECIAL

GAMMA CRUSH      ↓ ↘ → + 3P

# IRON MAN™



WHILE TESTING A SECRET WEAPON IN SOUTHEAST ASIA, INDUSTRIAL GENIUS **TONY STARK** WAS INJURED AND SUBSEQUENTLY CAPTURED. IN EXCHANGE FOR HIS WEAPON TECHNOLOGY, HIS CAPTORS OFFERED TO NURSE HIM BACK TO HEALTH. STARK RELUCTANTLY AGREED, BUT HE SECRETLY HAD A PLAN. HE BUILT **LIFE-SUSTAINING ARMOR** AND EQUIPPED HIMSELF IN IT. IT ALLOWED HIM TO ESCAPE HIS CAPTORS AND RETURN HOME. STARK HAS MODIFIED THE ORIGINAL ARMOR DESIGN, EXPANDING IT'S DEFENSIVE AND OFFENSIVE CAPABILITIES AND NOW HE USES HIS POWER TO BATTLE ANY FORCE THAT THREATENS THE SECURITY OF AMERICA OR THE WORLD.

## SPECIAL MOVES

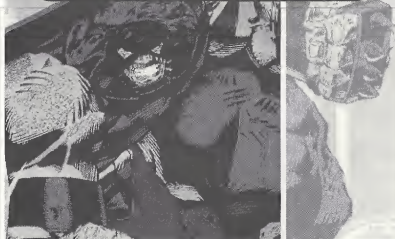
UNI-BEAM	← ↙ ↓ ↘ → + AP
REPULSOR BLAST	→ ↘ ↓ ↙ ← + AP
SMART BOMB	(LP + LK), (MP + MK) OR (HP + HK)

## INFINITY SPECIAL

PROTON CANNON	↓ ↘ → + 3P
---------------	------------

# JUGGERNAUT™

WHEN **CAIN MARKO** ENTERED THE SECRET TEMPLE OF CYTTORAK, HE HAD NO IDEA HE WOULD EMERGE AS AN **UNSTOPPABLE FORCE OF EVIL!** GRABBING THE RUBY OF CYTTORAK, MARKO WAS TRANSFORMED INTO THE **JUGGERNAUT**, ARCHFOE OF THE X-MEN!



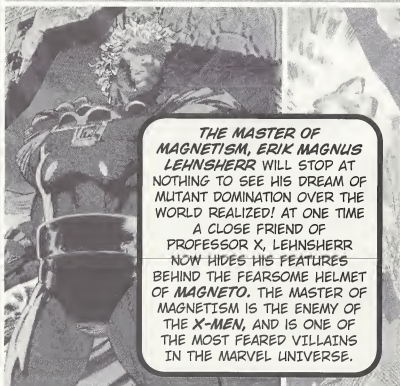
## SPECIAL MOVES

EARTHQUAKE PUNCH	→ ↘ ↓ + AP
JUGGERNAUT PUNCH	← ↙ ↓ ↘ → + AP
JUGGERNAUT BODY PRESS	→ ↘ ↓ ↙ ← + AK

## INFINITY SPECIAL

JUGGERNAUT HEAD CRUSH	↓ ↘ → + 3P
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# MAGNETO™



**THE MASTER OF  
MAGNETISM, ERIK MAGNUS  
LEHNSHERR WILL STOP AT  
NOTHING TO SEE HIS DREAM OF  
MUTANT DOMINATION OVER THE  
WORLD REALIZED! AT ONE TIME  
A CLOSE FRIEND OF  
PROFESSOR X, LEHNSHERR  
NOW HIDES HIS FEATURES  
BEHIND THE FEARSOME HELMET  
OF MAGNETO. THE MASTER OF  
MAGNETISM IS THE ENEMY OF  
THE X-MEN, AND IS ONE OF  
THE MOST FEARED VILLAINS  
IN THE MARVEL UNIVERSE.**

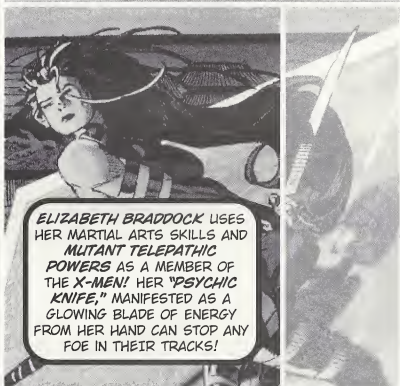
## SPECIAL MOVES

E-M DISRUPTOR      ← ↙ ↓ ↘ → + AP  
HYPER GRAVITATION      → ↘ ↓ ↙ ← + AK  
MAGNETIC BLAST      WHEN IN AIR, ↑ ↗ → + AP

## INFINITY SPECIAL

MAGNETIC SHOCKWAVE      ↓ ↘ → + 3P

# PSYLOCKE™



**ELIZABETH BRADDOCK USES  
HER MARTIAL ARTS SKILLS AND  
MUTANT TELEPATHIC  
POWERS AS A MEMBER OF  
THE X-MEN! HER "PSYCHIC  
KNIFE," MANIFESTED AS A  
GLOWING BLADE OF ENERGY  
FROM HER HAND CAN STOP ANY  
FOE IN THEIR TRACKS!**

## SPECIAL MOVES

PSI-BLAST      ↓ ↘ → + AP  
PSI-BLADE SPIN      → ↘ ↓ + AK  
NIJITSU      → ↘ ↓ ↙ ← + (LP+LK), (MP+MK) OR (HP+HK)

## INFINITY SPECIAL

PSI-MAELSTROM      ↓ ↘ → + 3K



# SHUMA-GORATH™

SHUMA-GORATH IS THE MANIFESTATION OF THE **ANCIENT ONE'S** DARK SIDE. IT POSSESSES ALL OF THE **ANCIENT ONE'S** ABILITIES AND IS THE LIVING EMBODIMENT OF EVIL. NOT MUCH ELSE IS KNOWN ABOUT THIS CREATURE EXCEPT THAT IT STRIVES TO DESTROY ALL LIVING THINGS IN THE UNIVERSE. WHEN FACED WITH ANOTHER CREATURE, IT WILL CHANGE FORM TO APPEAR AS THAT BEING'S WORST NIGHTMARE.

## SPECIAL MOVES

MYSTIC STARE HOLD ← FOR 2 SEC. THEN → + AP

MYSTIC SMASH HOLD ← FOR 2 SEC. THEN → + AK

DEVITALIZATION ← ↙ ↓ ↘ → + AK

## INFINITY SPECIAL

CHAOS DIMENSION ↓ ↘ → + 3P

# SPIDER-MAN™

PETER PARKER BECAME **SPIDER-MAN** WHEN HE WAS BIT BY A RADIOACTIVE SPIDER. HE OBTAINED STRANGE ABILITIES THAT ALLOWED HIM TO STICK TO AND CLIMB WALLS. HE ORIGINALLY AIMED TO ENTER SHOW BUSINESS WITH HIS NEW ABILITIES USING A SPIDER COSTUME AND WEB-SHOOTERS HE CREATED. WHEN HIS UNCLE BEN WAS KILLED BY A BURGLAR HE DECIDED TO BECOME A **SUPER HERO**, REALIZING THAT WITH GREAT POWER COMES GREAT RESPONSIBILITY.

## SPECIAL MOVES

WEB BALL → ↘ ↓ + AP

SPIDER STING → ↘ ↓ + AP

WEB STING ↓ ↙ ← + K

## INFINITY SPECIAL

MAXIMUM SPIDER ↓ ↘ → + 3P

# WOLVERINE™

THE MAN KNOWN ONLY AS **LOGAN** HAD HIS SKELETON FORCIBLY AUGMENTED WITH ADAMANTIUM, A NEARLY-INDESTRUCTIBLE METAL. HE HAS A **SUPER-HEALING** ABILITY THAT MAKES HIM INCREDIBLY RESISTANT TO PHYSICAL HARM, CHEMICALS AND POISONOUS GASSES. **WOLVERINE** ONCE WORKED AS A SECRET AGENT FOR THE CANADIAN GOVERNMENT BUT WOULD NOT FOLLOW THEIR PROTOCOL. HE SEVERED HIS TIES WITH THE CANADIAN GOVERNMENT AND JOINED PROFESSOR CHARLES XAVIER'S MUTANT GROUP - **THE X-MEN**.



## SPECIAL MOVES

**DRILL CLAW** PRESS D-BUTTON ANY DIRECTION, THEN PRESS SAME STRENGTH AP+AK SIMULTANEOUSLY (LP+LK) (MP+MK) (HP+HK)

**TORNADO CLAW** → ↓ ↘ + AP

**BERZERKER BARRAGE** ↓ ↘ → + AP

## INFINITY SPECIAL

**BERZERKER BARRAGE X** ↓ ↘ → + 3P

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